

Goal Line and Special Plays Presentation
WNE Chapter EAIFO
August 19th, 2003

Goal Line Definitions

FR-42 2-11-1

Each goal line is a part of a vertical plane separating each endzone from the field of play when the ball is touched or is in player possession. The plane extends beyond the sidelines (Exception 4-2-4-e). A team's goal line is the one it is defending.

FR-74 4-2-4-e(Exception referenced above)

When a runner dives or jumps toward a sideline and is airborne as he crosses the sideline, forward progress is determined by the position of the ball as it crosses the sideline.

Scoring Rules

Touchdown

FR-99 8-2-1

Safety

FR-102 8-5-1

Momentum Exception

FR-102 8-5-1(Exceptions)

Loose ball caught or recovery by a **B player** (does not apply to a **Team A player**) inside his own 5 yard line and his original momentum carries him into the endzone and the ball is dead in his possession there the ball belongs to **Team B** at the spot of the catch or recovery.

Touchback

FR-102 8-6-1

Responsibility and Impetus **FR-103 8-7-1**

The impetus imparted by a player who kicks, passes, snaps, or fumbles the ball shall be considered responsible for the ball's progress in **ANY** direction even though its course is deflected or reversed after striking the ground or after touching a player of either team. If the ball is **NOT** in the endzone the initial impetus is considered expended and impetus charged to a player who kicks a ball not in player possession or bats a grounded loose ball or if a loose ball is at rest and a new impetus is imparted by any contact with the ball. A loose ball retains its original status when there is a new impetus.

Special Try Rules

FR-99 8-3-1,2,3,4,5

5. Being alert for R waiving you into position to spot short out of bounds kick in the air and covering rolling kick that goes out of bounds on your sideline.
6. Ruling on play on ball in end zone. Be alert for batting violation.
7. The endline.

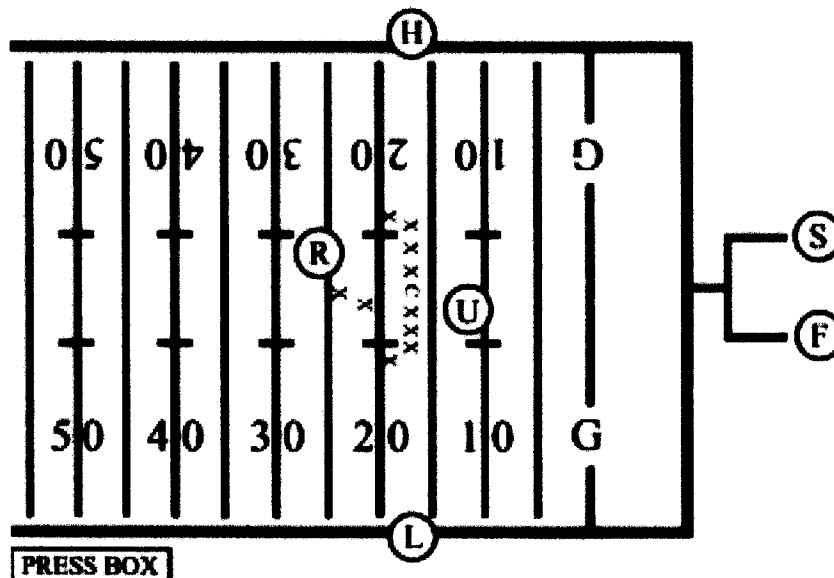
When it is obvious the kicked ball will clearly land on your side of near hash mark, signal by extended arm toward B's end line that you will take the ball. You are responsible for:

1. Moving into position to rule on validity of catch or signal, ruling on interference with catch opportunity and following the ball if receiver fails to field kick.
2. Being ready to take over runner if return is to your area.
3. Watch action of man who signals for fair catch and does not touch the ball.

R
H **U**
L

- L. Be alert for blocked or "faked kick". Be alert for recovery and advance.

SECTION 14. TRY AND FIELD GOAL PLAYS



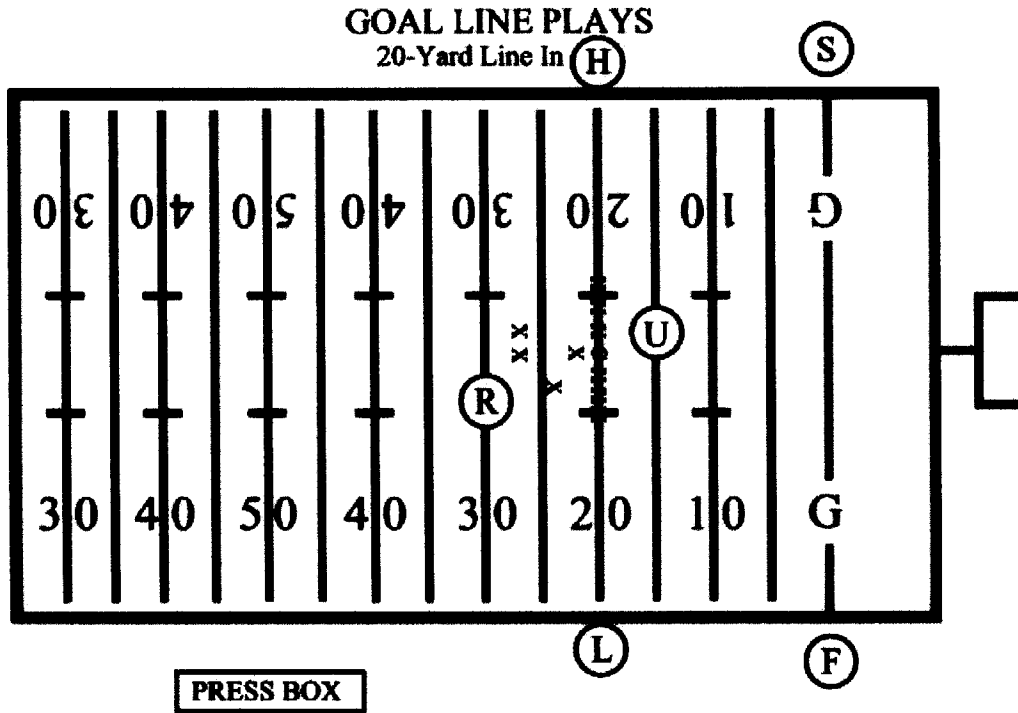
S and F take position inside the limit lines to rule on the upright of the goal on your side of the field. H and L take regular position; be ready to cover sideline to end line. Officiate all try downs as a normal scrimmage down and do not sound whistle until ball is dead by rule.

ARTICLE 1. BASIC POSITIONS AND COVERAGE

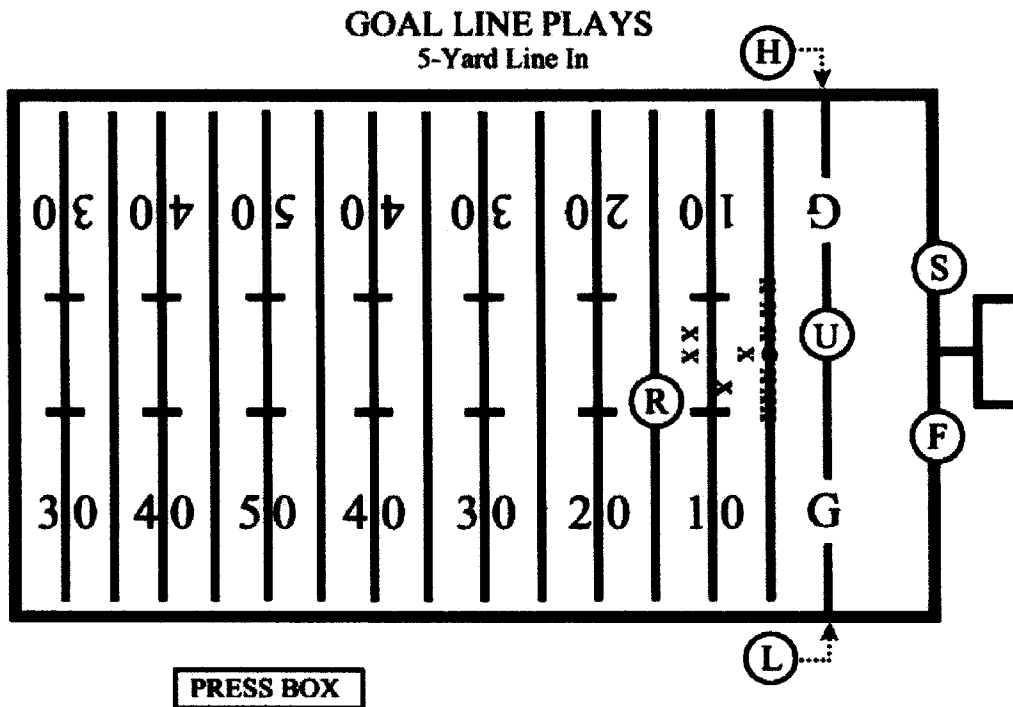
R

- A. On a try or field goal, R's position is a yard or so to the rear and two to three yards to the side of the potential kicker facing the holder from which position he observes the motion of the backs within his line of vision and covers as usual if a run or pass. Signal score after being positive that requirements are met.

SECTION 15. GOAL LINE PLAYS



H and L move toward the goal line and rule on forward progress to Team B's 1-yard line. S and F rule on plays from the 1-yard yard line to the goal line including end zone (See Article 1. C.). S's and F's initial position should be two step outside the goal line pylons.



H and L move toward the goal line and rule on the score. S is responsible for end line on his side. F is responsible for end line on his side of the field. H and L are responsible for their respective sidelines.

ARTICLE 1. PROCEDURES

- R** A. Position and coverage is the same as for other scrimmages with the forward point of advancement usually determined by the wing official. Signal score only after being positive all requirements are met.
- U** B. Know ineligible. Ordinarily need not be as deep as for other scrimmage plays. When runner has made a quick thrust into the line at your feet, be sure the ball is not moved forward after it is declared dead. Signal score only after being positive requirements are met.
- H, L** C. Initial position at sideline. Move toward the goal line and rule on accurate forward point when you see the ball up to and including the one-yard line. The S and F will be responsible for all spots from the one-yard line and the goal line. The S and F will be positioned at least two steps outside the pylons on the goal line. On plays when the runner enters the end zone and the S or F rules on the play at the goal line, the H or L shall follow the runner into the end zone going behind the S or F and then into the end zone. Do not block the view of S or F ruling on goal line by running in front of them.
- If the S or F is not in a position to rule on this play, the H or L will get the spot. Be alert for a forward pass. Responsible for the sideline to the end line.
- S** D. Take position as illustrated -- two steps outside the goal line pylon. You are responsible for end line to the center of the field. Be alert for illegal activities in the fringe areas. When the line of scrimmage is between the 20-yard line (See Goal Line Plays "20-Yard Line In") and the goal line, S will have responsibility for all forward progress and subsequent spots from the one-yard line to the goal line. S will also rule on the ball breaking the plane of the goal line. S's initial position on these plays is no less than two steps outside the goal line pylon. S will also have responsibility for fringe areas after a touchdown.
- F** E. Take position as illustrated -- two steps outside the goal line pylon. You are responsible for the end line to the center of the field. When the line of scrimmage is between the 20-yard line (See Goal Line Plays "20-Yard Line In") and the goal line, F will have responsibility for all forward progress and subsequent spots from the one-yard line to the goal line. F will also rule on the ball breaking the plane of the goal line. F's initial position on these plays is no less than two steps outside the goal line pylon. F will also have responsibility for fringe areas after a touchdown. Be alert for illegal activities in the fringe areas.
- ALL** F. Aid in pileups where runner or ball is not visible. Let nearest official dig out the ball and indicate touchdown if appropriate. Stop clock if appropriate.
- G. Be alert for ball fumbled through end zone or out of bounds.
- H. INDICATE SCORE BY TOUCHDOWN SIGNAL ONLY WHEN IN POSITION TO DETERMINE SAME, BEING POSITIVE THAT REQUIREMENTS WERE MET.
- I. Communication between officials in this situation is most important. Do not let a fellow official make a mistake.



- J. When the ball is put into play on or inside Team B's 5-yard line (See Goal Line Plays "5-Yard Line In"), the F and L, the S and the H, should communicate verbally after each down prior to the snap, agreeing that the L and H will assume complete responsibility for ruling on all goal line plays. This permits the F and S to concentrate on their end zone and the end line responsibilities.
- K. When the goal line is your responsibility, LEAD THE PLAY TO THE GOAL LINE.

SECTION 16. TIME OUTS

ARTICLE 1. PROCEDURES

- ALL** A. Recognizing official record number of player requesting the time out and time remaining in the period. Be alert for head coach's possible signal #16 to request a 30-second time out.
- R** B. Indicate a full-length charged time out by directional signal 3 times toward requesting team both arms extended shoulder high. If time out is to be 30-seconds add signal #16.
- ALL** C. All officials will confirm time out and then move to designated positions where they will stand at ease.
- R** D. Check with U the number of time outs charged to each team and playing time remaining in the period.

THIRD CHARGED TIME OUT

- H, F** E. Notify your designated captain of the number of time outs remaining to each team, and of the remaining time in the period.
- R** F. Notify the head coach verbally, face to face, when team time outs are exhausted and obtain his acknowledgement.
- ALL** G. When relaying time outs to fellow crew members, relay the number the team has taken. When relaying the time outs to players and coaches, relay the number they have remaining.
- H. Quickly take position, well clear of officials and players and be ready to handle any emergency.
- F**

Play Coverage Discussion 6-man

1. The ball is snapped at the B 6 yard line. A23 takes the handoff and is running toward the pylon. He dives toward the pylon.
2. The ball is snapped at the B 4 yard line. A23 takes the handoff and is running toward the pylon. He dives toward the pylon.
3. The ball is snapped at the B 6 yard line. Wide receiver A82 is running a post pattern and makes an apparent catch near the end line directly in front of the goal post.
4. The ball is snapped at the B 4 yard line near the center of the field. Tight End A99 catches a pass near the intersection of the sideline and endline.
5. The ball is snapped at the B 1 1/2 yard line on a replay of try. A23 takes the handoff and disappears into the middle of the line. U sees the ball in A23's possession across the goal line. H and L are looking at the U with quizzical expressions and moving tentatively toward the center of the field.
6. The ball is snapped at the B 1 1/2 yard line on a replay of try. A23 takes the handoff and disappears into the middle of the line. U sees the ball lose in the End Zone and then A77 falls on the loose ball while it is still in the End Zone. H and L are looking at the U with quizzical expressions and moving tentatively toward the center of the field.
7. After a touchdown by A23, A23 immediately gives the crowd the "Heisman Pose".
8. After a touchdown by A23, A77 midway between the End Zone and his team bench removes his helmet in the field of play.
9. On a replayed try from the B 8 yard line the snap is muffed by A5. He picks up the loose ball and runs toward the pylon and dives toward the intersection of the sideline and goal line.
10. A is in scrimmage kick formation at the A 14 yard line on 4th down and 10. Punter A18 muffs the high snap into the End Zone picks up the ball deep in the End Zone and begins to run the ball out. He is hit near the goal line and the ball pops out just as he hits the ground and the loose ball is recovered by A24 at the 1 yard line.